



HOVER STRIKE™



GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR™ CD

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD

The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.

- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

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HOVER STRIKE™

UNCONQUERED LANDS



HOVER STRIKE

You fear the worst for the planet's missing colonists. Communications have ceased from the distant colony for over six months. Federation scouts have discovered that Terrakian Pirates have taken over the planet, their deadly machines patrolling every section of the surface.

The planet's colonists have completely disappeared. The Terrakians have established a horrible factory in the fourth quadrant, where they process human corpses to extract valuable organic compounds. You must lead the rescue mission to save the remaining humans, if any, and regain the planet.

There is no contact with the surface. The Terrakians have installed an atmospheric cannon which makes invasion plans and the armada's entry impossible.

The Federation has chosen you to launch the preemptive strike. They've provided you with preliminary reconnaissance reports.

A military transport will slip through the enemy's shields and take you to your drop zone. Your vehicle is a state-of-the-art armored hovercraft. It's the ultimate war machine, equipped with rapid-fire cannon and powerful missiles. You have full maneuverability over any planetary terrain, including snow drifts, lava flows, desert sands, and turbulent water. Anti-grav units let you float just above the ground, so you need to use your brakes to slow down.

Your mission is to knock out key targets in each zone, crippling the Terrakian forces and halting their bloody work. Let your sensors guide you to destroy enemy radar stations and blow up strategic fuel depots. Once you eliminate the atmospheric cannon you'll make way for the Federation armada.

GETTING STARTED

1. Insert your *Hover Strike: Unconquered Lands* CD into Jaguar CD Multimedia Player and close the lid.
2. Insert your Memory Track cartridge (if you have one) into the cartridge slot of the CD Player.
3. Press the **Power** button.
4. Press the **A** button to skip the introductory video and begin the game.



Fig 1. Title Screen
Press the **A** or **B** button to begin.



Fig 2. Set Difficulty
Choose a difficulty level to begin a new game.

NEW GAME/SAVED GAME

To start a new game, press the **A** button anytime during the introductory video or high-score display. If you have saved a game previously and your Memory Track cartridge has been inserted into the cartridge slot, a box (Fig 2a) will appear that will allow you to choose either a new game or one of your saved games. If you do not have a Memory Track cartridge plugged in, the Set Difficulty Box (Fig 2b) will appear. Press the **Joypad** up or down to select a difficulty level, then press the **A** button to start.

Note: Changing the difficulty setting will alter the way your hovercraft handles. For a complete description, see the *Select Mission Options* section, under *Hovercraft Options*.

SELECT MISSION



Fig 4. Game Options

Joypad Controls: Press the **A** button to enter the Joypad Controls box (Fig 4a). Press up or down on the Joypad to choose the control setting you wish to alter. If you select Accelerate, Fire Photon, or Brake, press left or right on the joypad to change the assignment of the **A**, **B**, and **C** buttons. If you choose Raise Gunsight or Lower Gunsight, press left or right on the Joypad to reverse the up or down Joypad assignment.

Hovercraft Options: Your hovercraft controls are set when you choose a difficulty setting at the beginning of a new game, but you can override them. Here is a description of each option:

Hover Mode - Allows you to turn off the hovercraft characteristics of your craft. This means that the craft will stop whenever you let go of the accelerate button. On 'EASY', this mode is turned off.

Damage From Terrain - Causes the craft to take damage when hitting impassable terrain. This option will only be turned on when playing with the 'HARD' setting.


Rock When Hit - Rocks your craft when the enemy shoots you. This feature makes the craft feel more realistic, but makes it harder to aim and shoot. This is turned off on 'EASY'.

Recoil When Hit - Causes your craft to recoil when the enemy shoots you. This feature adds realism, but it makes shooting and driving the craft harder. This is turned on when playing with the 'HARD' setting.

FMV On or Off: Bypasses all full-motion video interludes when off to speed gameplay.

Save Game: Allows you to save the current state of your game. You can save up to two games.

CONTROLS SUMMARY



A button	Accelerate*
B button	Fire Photons*
C button	Brake*
Joypad Left	Rotate craft left
Joypad Right	Rotate craft right
Joypad Up	Move crosshairs up*
Joypad Down	Move crosshairs down*
Option	Select alternate weapons system
Pause	Pause the game
1, 3	Fire alternate weapon
2	Guided missile lock-on, closest target
5	Guided missile lock-on, cycle targets
4, 6	Change central viewscreens (Radar, Compass)
7, 9	Switch between internal and external view
0	Toggle music on and off
8+Joypad Up/Down	Zoom remote camera in/out (external view only)
8+Joypad Left/Right	Pan remote camera (external view only)
Joypad Down+A+C	Engage reverse mode
Joypad Up+A+C	Engage forward mode
	Reverse thrust

Overlay
 You have been provided with a joystick overlay to assist you in playing *Hover Strike: Unconquered Lands*. To use, just insert the tabs into the slots to the left and right of the numeric keypad. The overlay will serve as a handy reminder of some of the game controls. If you should misplace or lose the overlay, you can cut out the actual-size overlay template (fig. 5a).

Fig 5. Game Controls



Fig 5a. Overlay





CONTROLLING YOUR CRAFT

Your Hover Strike vehicle is a heavily armored hovercraft, and can be thought of as a floating tank. It has powerful anti-grav units that enable it to glide over any surface. Impulse engines can propel the vehicle to high speeds, and can be engaged in both forward and reverse modes. This hovertank also features anti-inertial gyrospheres that allow rapid rotation of the craft.

Controls are simple: use the **Joypad** left and right controls to point the vehicle in the right direction and use the impulse engines (**A** button) to propel forward. Remember, you are flying a hovercraft, so you slide smoothly over terrain and will need your hydraulic brake system to slow down or stop (**C** button). Press and hold down the **C** button if you find yourself being tossed uncontrollably in a tight canyon, or by enemy fire. Also, avoid flying into steep walls or you may damage the craft.

Your hovercraft floats just above the ground – there is no friction from the terrain to slow you down. Holding down the **A** button will increase your forward momentum until maximum velocity is reached; releasing the **A** button disengages the impulse engines and you will eventually slow to a stop. To come to a quick stop, hold the **C** button down to engage your brakes.

Reverse - For more advanced pilots, the craft has the ability to go backwards. Just hit the **A** and **C** buttons at the same time, and the **Joypad** down button. This will engage the reverse gear. From then on, the **A** button will send you backwards. To put your hovercraft back into forward gear, hit the **A** and **C** buttons at the same time and hit the **Joypad** up button.

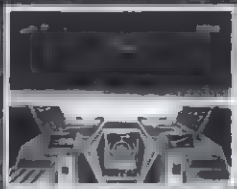
USING YOUR WEAPONRY

Every time you want to support with a deadly weapon of the power rail to your team, you can use this rapid-fire blaster can produce nearly unlimited plasma photons at the touch of a button (B button). You can be using this weapon the most often. You can spray the enemy with a hail of photons by moving the target crosshairs up and down (Jagged up and down), and rotating your craft left and right. Note: this is a line gun which, as rotating your gun also rotates the craft itself. The target crosshairs will remain in the center of the screen, enabling you to aim and target enemies at the same time using the power rail weapon. You can also rotate the power rail weapon by using the B button to rotate the power rail weapon.





Markers: Following the marker marker allows you to hit general objectives or all targets. Move the crosshairs up and the marker will go higher; move them down and you can hit down or targets. Remember markers can cause much damage, with a large hit radius to match, but they can also be used to cause a lot of damage to the enemy. If you have a lot of markers, you can use them to cause a lot of damage to the enemy.



Shield: In the upper left of the screen, a gauge shows the amount of armor your hero is wearing. The gauge has a bar that moves up and down, indicating the current shield level. When the shield level is above the halfway mark, the gauge bar is blue. When it's below half, the bar becomes yellow. When the shield is dangerously low, the bar will flash red and you will sound. Shields are drained by enemy fire and by certain enemy abilities.

ALTERNATE WEAPONS SYSTEM

A crucial part of your hero's destructive power, the alternate weapons system allows you to switch between different weapons during the game. The following weapons are available to the hero:

Current Weapon: The weapon that is currently equipped to the hero. The hero can switch to a different weapon at any time by pressing the **W** key. The current weapon is always the one that is active in the hero's hand.

Alternate Weapons: These are the weapons that are available to the hero but are not currently equipped. They are listed in the **Weapon** menu, which can be accessed by pressing the **W** key. The hero can switch to any of these weapons at any time.

Weapon Menu: This menu is accessed by pressing the **W** key. It lists all the weapons that are available to the hero, including the current weapon. The hero can switch to any of these weapons at any time. The menu also shows the current level of the hero's weapon skills, which can be upgraded by spending experience points.

Weapon Skills: These are the skills that the hero can learn by spending experience points. They are listed in the **Weapon** menu. The hero can upgrade their weapon skills by spending experience points. The hero can also learn new weapon skills by spending experience points. The hero can also learn new weapon skills by spending experience points.

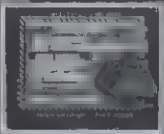
Weapon Upgrades: These are the upgrades that the hero can purchase for their weapons. They are listed in the **Weapon** menu. The hero can purchase weapon upgrades by spending gold. The hero can also purchase weapon upgrades by spending gold. The hero can also purchase weapon upgrades by spending gold.

CONGRUITY

There are several provisions for drivers who are involved in an accident while driving a powerup, but don't own one. For example, the policy may require you to see if they will drop the powerup. Remember, my company had no policy. Other choices, you get to keep for future releases, up to a maximum amount of \$5 for each year. If you don't or your car is destroyed during a release, you have no insurance for the car, and your house will be covered for the rest of the year.



OPTIMUM



ENEMY DESCRIPTIONS



HEAVY ARMORED TANK

With 2 Top-Down Tanks



LAND SHREDDER TANK

Includes 1000+ Damage

Attack 1000+ Damage



HEAVY TANK IN TANK

Includes 1000+ Damage

Attack 1000+ Damage



HEAVY TANK IN TANK

Includes 1000+ Damage

Attack 1000+ Damage



HEAVY TANK IN TANK

Includes 1000+ Damage

Attack 1000+ Damage



HEAVY TANK IN TANK

Includes 1000+ Damage

Attack 1000+ Damage



HEAVY TANK IN TANK

Includes 1000+ Damage

Attack 1000+ Damage

clearing out these hazards.

PLANTING

The following information is for informational purposes only. It is not intended to be used as a substitute for professional advice. For more information, contact your local extension office.

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VARIOUS ENTRY TARGETS AND INSTALLATIONS



SAVING A GAME

You may only save a game on the **Select Mission** screen, and you must have your Memory Track cartridge inserted in your cartridge slot. You must either complete or abort the mission (see **Options** menu) to return to the **Select Mission** screen and save during gameplay. Once there, press the **Option** button and press the **Joypad** up or down to select the "Save Game" option. You may save your game in one of two slots. Be careful to keep track of which slot you are using. The Memory Track cartridge will save the current level you are playing, the number of lives you have left, the number of weapons you have, the missions you have completed, and your score.

2-PLAYER COOPERATIVE MODE

Hover Strike will allow 2 players to play simultaneously during gameplay. This 2 player cooperative game can be started at any point by simply plugging a second controller into Controller Port 2 on your Jaguar console. The player who has controller 2 can now take on the role of the Hovertank's "gunner", taking over responsibility of all weapon actions, while player 1 controls all flight and maneuvering of the Hovertank. One advantage of cooperative play is that player 2 is able to move the crosshairs over the entire play screen, independently of player 1. Also, this gives player 1 the ability to concentrate on finding targets quickly. Note that the button assignments on controller 2 are slightly different from controller 1. Player 2 can control only weapon actions; he cannot affect movement of the Hovertank.

CONTROLLER 2 SUMMARY

Button A	Fire alternate weapon *
Button B	Fire Photons *
Button C	Select alternate weapons system *
Joypad Left	Move crosshairs left
Joypad Right . . .	Move crosshairs right
Joypad Up	Move crosshairs up *
Joypad Down . . .	Move crosshairs down *

*configurable, see Select Mission Options

All other **Joypad** functions remain the same as those on controller 1. During cooperative play, player 1 still has control over all of the tank's functions, and his **Joypad** commands can interfere with those of player 2. So remember, during cooperative play, both players must work as a team to succeed. Talk to each other and plan your strategies accordingly!



ADJUSTING VOLUME

Press pause during play and press the **A**, **B** or **C** button to access the **Option** menu. Then use the **Joypad** up or down button to select the music volume slider or the main volume slider.

To adjust volume, press the **Joypad** to the left to decrease volume, to the right to increase volume.

To adjust volume during the **Select Mission** screen, see *Select Mission Options*.

Note: If you have muted the music (using **B**) any time prior to trying to adjust volume, the music volume will not be adjustable, and the word "MUTED" will be displayed instead of the volume slider. You must turn off the mute option before attempting to change the music volume.

GAME STRATEGY TIPS

1. To make sharp turns "on the fly", press and hold the joystick toward the direction you want to turn. Release the **A** button to slow down, and then press it again to guide you through the turn as you go into it. Using this technique of tapping the **A** button while turning requires precision timing, but it is extremely useful. Remember: you are flying a HOVERCRAFT. Acceleration and braking, along with speed and momentum, are more important to good piloting than traction and terrain.
2. Use the **5** key often while navigating through heavily occupied areas. This targeting system is helpful with identifying enemies that are not in visual range. By determining where the most dangerous enemies are, you can plot strategies. For example, you will probably want to attack a floater factory entrance and attempt to seal it off as soon as you suspect one is present. Or, if you are low on shields, you might rather stay clear of enemies and search for powerups.
3. Avoid slamming into steep mountains or falling off high ledges. These events can cause great amounts of damage to your shields. Be especially aware of your surroundings in the night missions, and lay down several flares at a time for better visual navigation.
4. Remember that the quickest way (or maybe even the only way) to reach your mission targets, may not take you along a straight path. You will often have to circle around mountains, ridges, or other impassable structures to find them.
5. Search the Urban missions for hidden passages within some structures. These might be the only way to find a target.
6. Know your enemy! If you can kill one with only a couple of photon blasts, don't unleash a flurry of missiles, these are too valuable to waste!
7. Pay attention to the distant planets in the sky. They can be used for navigating the planet, as their locations are relative to a compass, and those locations will remain fixed.



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